GHOST IN THE SHELL®

[STAND ALONE COMPLEX]™

MATURE 17+

M

CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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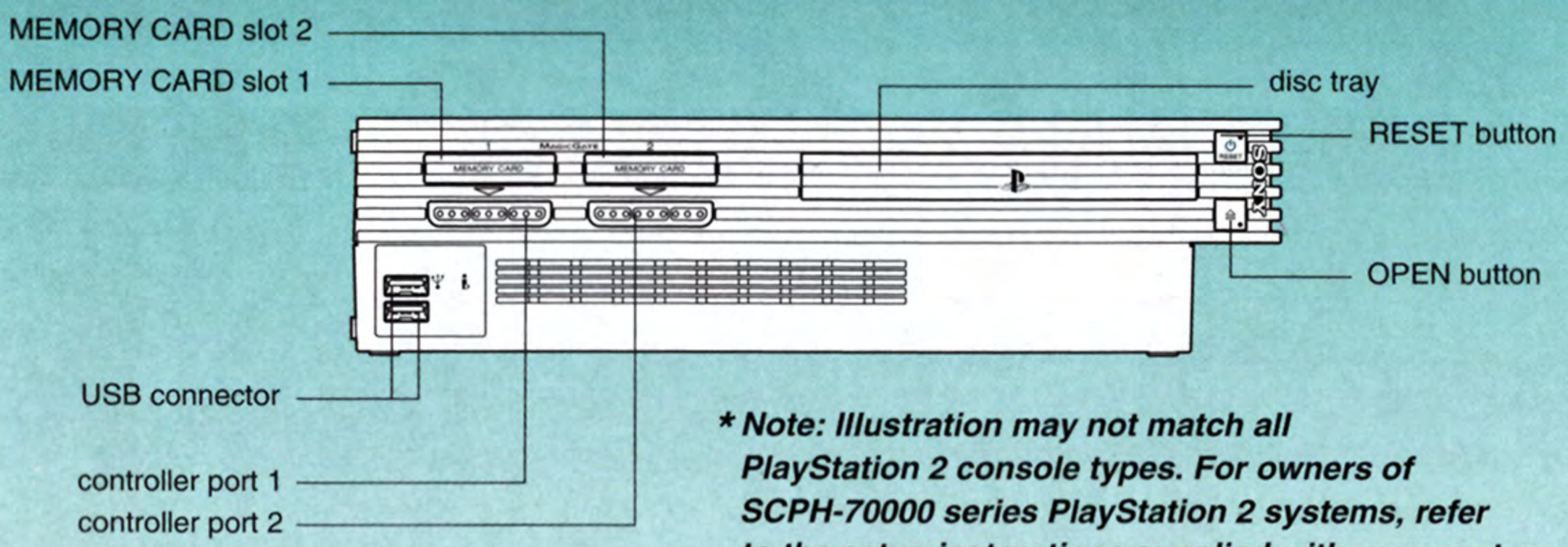
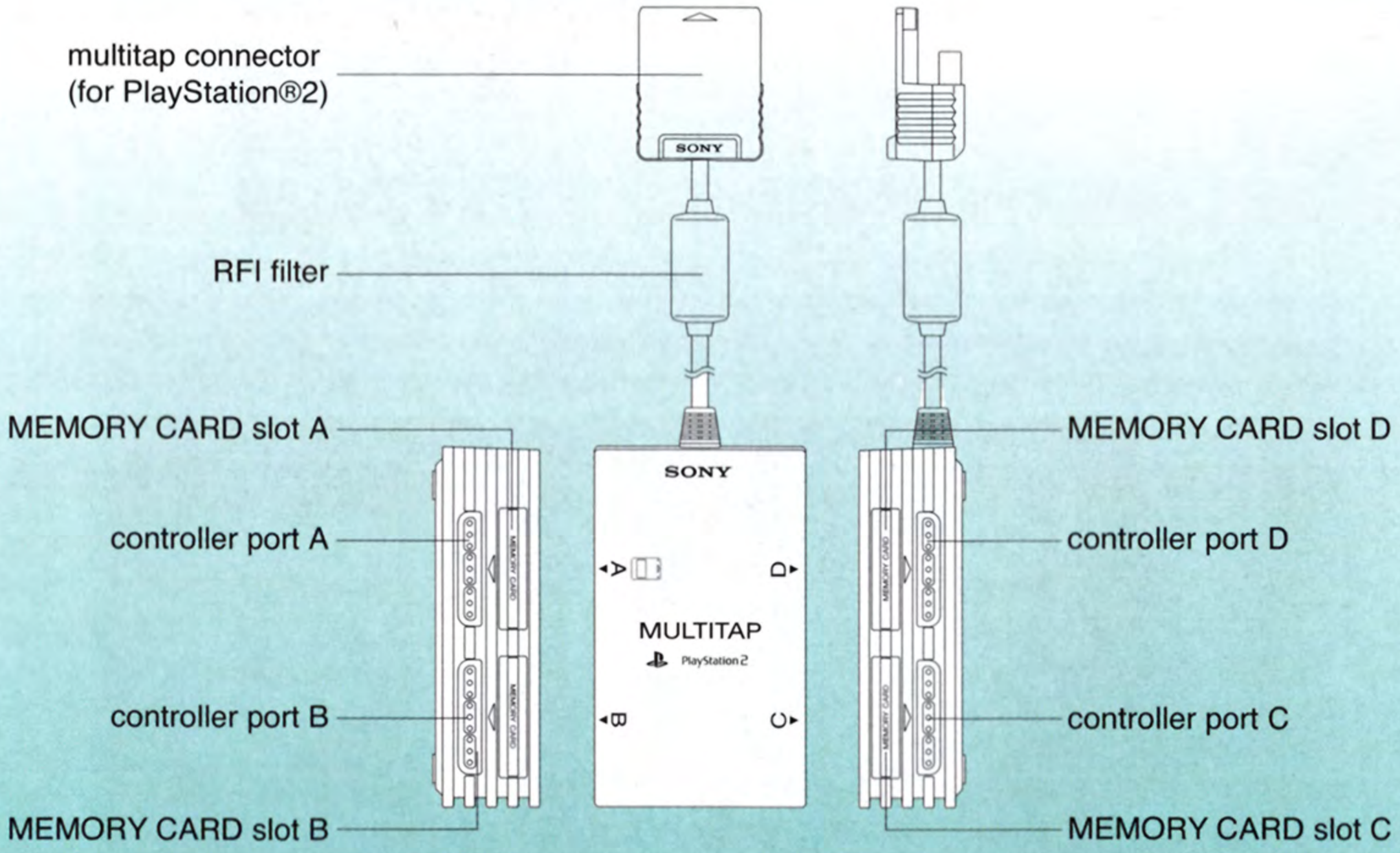
GETTING STARTED



Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *GHOST IN THE SHELL®: STAND ALONE COMPLEX™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Multitap (for PlayStation®2)



Ghost in the Shell®: Stand Alone Complex™ supports up to 4 players. Use a multitap (for PlayStation®2) to gain access to 4 controllers. For multi-player play, insert DUALSHOCK®2 analog controller in controller port 1 and the multitap (for PlayStation®2) into controller port 2. Connect controllers sequentially into controller port 2-A, controller port 2-B and so on.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

GAME CONTROLS

This game is only compatible with the DUALSHOCK®2 analog controller. Compatibility is not insured with the DUALSHOCK® analog controller or other controllers.

Default Controls

Left analog stick:	Character movement Move cursor on the Menu Screen
L3 button:	Switch between crouch and Stand upright (see page 13)
Right analog stick:	Change camera perspective (see page 10 / Move viewpoint / Camera)
R3 button:	Sniper mode (see page 13)
L1 button:	Main weapon attack (see page 11)
L2 button:	Sub weapon attack (see page 11)
R2 button:	Jump (see page 10)
R1 button:	Grab (see page 13) Emergency evade (see page 14)
△ button:	Switch main weapon (see page 11)
□ button:	Switch sub weapon (see page 12)
○ button:	Pick up weapons (see page 14) Reload weapons (see page 12) Cancel on the Menu Screen
✕ button:	Skip messages / Confirm on the Menu Screen Access terminals, open doors / Hack (see page 14)
START button:	Skip FMVs / Display Title Menu / Pause menu (see page 7)
Directional button:	Move cursor on the Menu Screen

*See page 7 for information regarding changing control configurations.

TITLE MENU

GHOST IN THE SHELL
STAND ALONE COMPLEX™
Press START button
© 2002-2004 Shirow Masamune-Production I.G/KODANSHA
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Title Menu

On the Title Screen, press the START button to switch to the Title Menu. To play a new game, select NEW GAME and confirm your selection. Once the difficulty level is set, the game will begin.

Training: . . . . . Character movement tutorial mode
New Game: . . . . . Begin new game
Continue: . . . . . Used when continuing game play from a previous save
Multiplayer: . . . . . Versus mode with Battle Royal and Team (see page 15)
Options: . . . . . Change various settings (see page 7)
Load Data: . . . Loads data from the memory card (8MB) (for PlayStation®2)
Difficulty Settings: . . . . . EASY, NORMAL, HARD

SAVING/LOADING DATA

Auto Save System

Save game play data using a memory card (8MB) (for PlayStation®2). Once save data is created and game play progresses, the data will be automatically overwritten at the end of each mission.

Using the memory card (8MB) (for PlayStation®2)

To save the game onto a memory card (8MB) (for PlayStation®2), at least 68KB of free space is needed. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. This game does not support MEMORY CARD slot 2.

Saving in the Options Menu

It is also possible to save game play by accessing OPTION in the Start Menu. This command is used when saving information related to changed game settings.

Loading Data

Select LOAD DATA from the Title Menu or Start Menu to load saved data from a memory card (8MB) (for PlayStation®2). When the message shown on the right appears, select YES.

Continuing

After loading the save data, select CONTINUE on the Title Screen to play a cleared stage. You can select the difficulty level the stage was cleared at and below (if HARD is cleared, the player will be able to select NORMAL and EASY).

Save Points

Throughout the game, there are several save points. If the player is killed or if the player must RESTART, the player will be able to continue the game from the latest save point. Save points will be reset once the game ends.

OPTIONS

The Option commands are different when opened from the START menu as opposed to the main menu. Details on how to use each command are stated below.

Config

Change R1, R2 buttons and L1, L2 buttons configurations or invert your controls. Use the directional buttons or left analog stick to make your selection and confirm by going to EXIT. The controls currently selected will be displayed in the upper right portion of the Options screen.

Vibration

Select the ON/OFF vibration function of the controller. The default is set to ON. Select OFF if you wish to change settings.

Screen

Determines the ratio of the screen. Select either "4:3" or "16:9".

Subtitles

Select how the subtitles are displayed. Selecting "ALL OFF" will not display any subtitles and selecting "ALL ON" will display subtitles. When set on "AUTO", subtitles during battles and during movement will not be displayed.

Sound Setting

Determines the sound output. Select either '"STEREO" or "MONO".

Music and SE

With Music, you can adjust the BGM. With SE, you can adjust the sound effect volume. Use the directional buttons or left analog stick to set the volume. The volume will increase as the volume bar moves to the right.

Monitor Tuning

This screen is used to adjust the brightness of the TV monitor.
It is recommended that you adjust the television monitors so that the color objects on the bottom row can be seen.

Position Screen

Adjust screen position. Use the directional buttons or left analog stick to adjust, and press the ⊗ button to confirm. Press the △ button to return to the default position.

Save

Save OPTION settings. This command may only be used when selecting OPTION from the START menu.

Load

Loads game data. This command may only be used when selecting OPTION from the START menu.

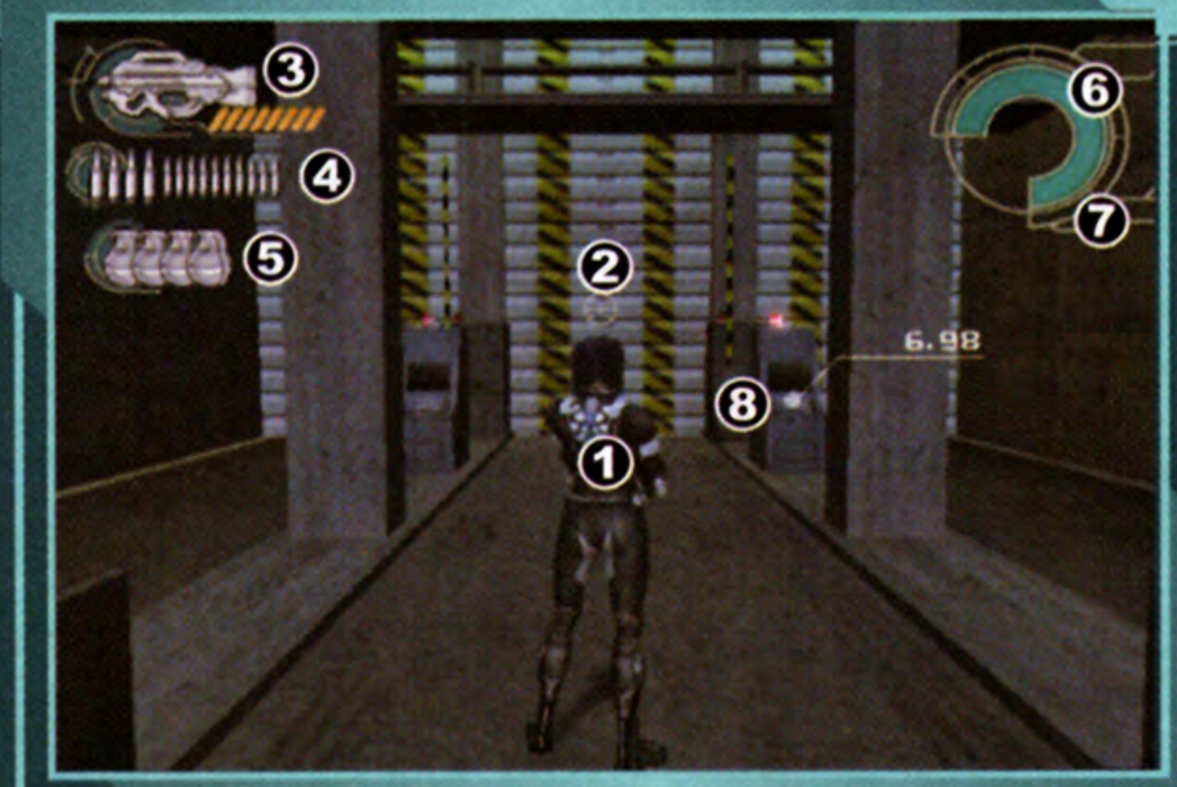
Default

If you select this command and confirm, you will be able to return all changed options to its initial state.

SCREEN DISPLAY

Mission Information

Various types of information will be displayed on screen.



① **Player Character:** The character being controlled for the current stage.

② **Target Sight:** Sight for the main weapon/sub weapon. The color will turn red when you have targeted the enemy.

③ **Equipped Main Weapon:** The main weapon equipped and the amount of ammo.

④ **Remaining Ammo (Main Weapon):** The number of remaining bullets in a clip for the main weapon.

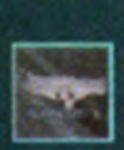
⑤ **Sub Weapon/Melee Attacks:** The sub weapon currently selected.

⑥ **HP Gauge:** Character hit point. The gauge will decrease when you receive any damage, game over if it hits zero.

⑦ **Armor Gauge:** Endurance of body armor

⑧ **Target Icon:** Displays the coordinates of your destination. The number shows the distance to the destination.

Danger Areas: Target sight will turn to this in danger areas. These are areas where the game will end should the character proceed any further. Areas include the ocean, cliffs, etc.



Items: Items that may be picked up will be displayed with an icon.

Enemy Information:

Enemies from which you can obtain unit ID info and hacking codes.

Will be displayed after unit ID info is obtained through hacking. You will be able to know enemy position.

Enemies whom you can manipulate by using obtained hacking codes.

SCREEN DISPLAY

Using the Start Menu

View the Start Menu by pressing the START button while on the mission screen. You can view terminology commentary in this menu, so it can come in handy if you would like to obtain more information.

Retire

This function is used to end the game. Beware that Save Point data will not be saved, so when you play the game again, you will play from an area that has been Auto Saved or from the beginning of an interrupted stage.

Restart

Stop current game play and restart the game from the last Save Point.

Communication Log

View FMVs and cyber communication between Public Security Section 9 members. Organize information obtained throughout the investigation and check the content of messages which you may have forgotten.

Word List

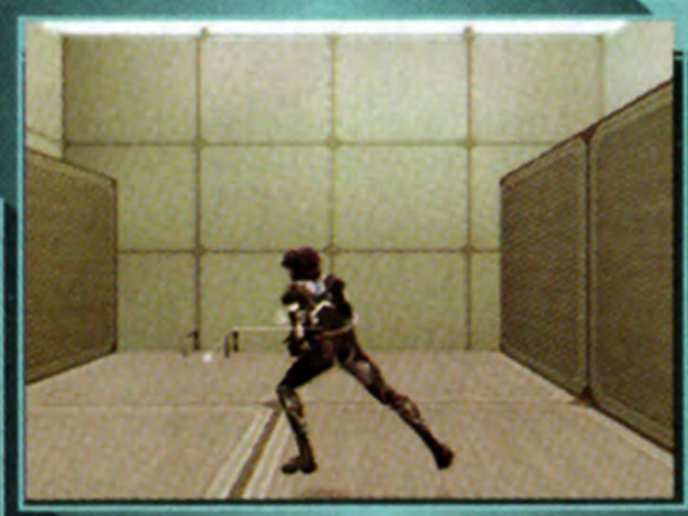
View commentaries on specific words and people that appear in the story. Depending on how you proceed through the game, there may be times when the log and word list are not filled. In such cases, try investigating the stage further.

ACTION CONTROLS

Walk/Run

Left analog stick

Tilt the left analog stick to move in that direction. The character will run when the analog stick is held in full tilted.



Camera Rotation

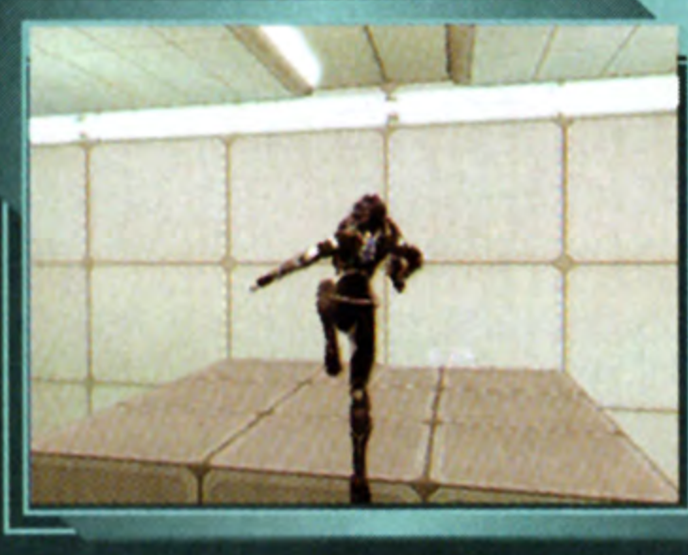
Right analog stick

Changes character perspective and rotates target site. The character will face the direction of the target site.

Jump*

R2 button

The jumping arc can be changed with the left analog stick. If Motoko is hanging onto something when the R1 button is pressed, she will jump backwards.



Wall Jump* (Motoko Only)

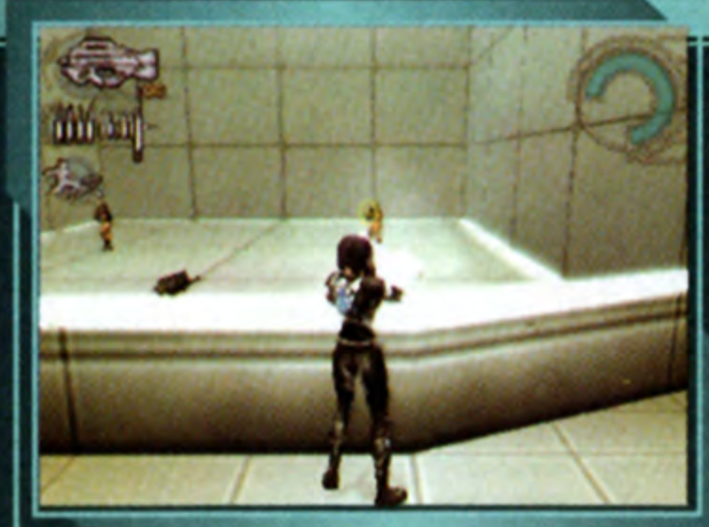
Motoko can jump off walls. Time your wall jump by pressing the R2 button (up to 2 times).

*Default settings. To configure settings, please see page 7.

ACTION CONTROLS

Main Weapon Attack*

Press the L1 button to shoot the enemy with the weapon you are equipped with (on screen). A red sight indicates that the enemy is in your target scope.



Main Weapon Selection

Press the △ button to switch main weapon. Only two different types of main weapons may be carried at one time.

Melee Attacks*

When the fighting icon is displayed, press the L2 button to attack enemies through melee techniques. Press the L2 button consecutively to invoke combination attacks.

Sub Weapon Attack*

When the sub-weapon icon is displayed (throwing knives, hand grenades) press the L2 button to use them. You will receive damage if you are too close to the hand grenade when it explodes.

*Default settings. To configure settings, please see page 7.

ACTION CONTROLS

Combat/Sub Weapon Selection

Press the ▣ button to switch between melee combat and sub weapons.

Reload

Press the ◉ button to reload ammo for the main weapon equipped.

Hacking

Enemy with unit information and hacking codes (top screen shot)

Controllable enemy (middle screen shot)

Enter the cyber brain of an enemy character to obtain vital information or control their bodies. Come into contact with an enemy with a ▼ icon and press the ⊗ button to obtain the "hacking code."

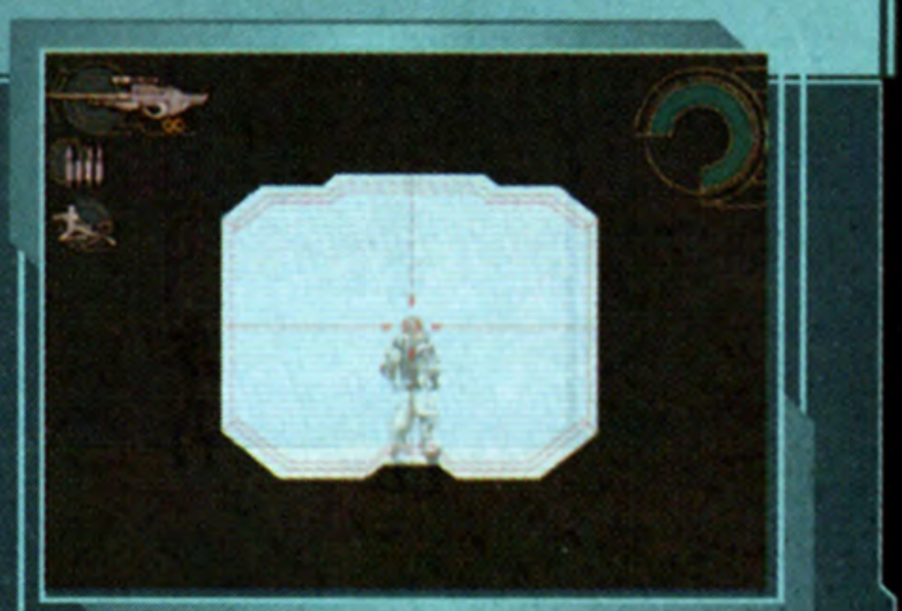
Enemies with the ▼ icon are controllable enemies. Set the target sight to this icon and press the ⊗ button to switch to the hacking screen.

Press the ⊗ button when the inner and outer rings match.

You will be able to control your enemy's body. You will disconnect when the time limit is up.

ACTION CONTROLS

Sniper Mode



Press the R3 button when equipped with a sniper rifle to switch to sniper mode. Press the R3 button again to zoom in. Press the R3 button again to exit the scope. Aim the sight with the right analog stick.

Crouch/Stand

Press the L3 button to crouch or stand up. It is also possible to move while crouching.

Grab*

R1 button (hold)

Grab onto ledges (Motoko only) and ladders. While holding onto a ledge, use the left analog stick to move along the ledge or climb onto a platform from the ledge.

*Default settings. To configure settings, please see page 7.

ACTION CONTROLS

Emergency Evade*

R1 button

When an enemy attacks and the R1 button is pressed at the right timing, the character being controlled will evade the attack using signature moves.

Terminal Access / Open Doors

Press the ⊗ button in front of terminals, machines, and doors to activate them.

Picking Up Items

Upon contact with an item, press the ◉ button to pick up that item. Some items are automatically picked up.

*Default settings. To configure settings, please see page 7.

MULTIPLAYER MODE

Up to four players can enjoy multiplayer game play. You will need to use the PlayStation®2 Multitap when playing with more than two people (See page 2 – Getting Started).

Entry

After selecting the mode, an entry window will open for the connected players.

Press the ⊗ button to move to the entry screen to register player information.

① **Player name:** Use the directional buttons or left analog stick to select alphabet letters and press the ⊗ button to confirm selection.
② **Config:** Set controller operation.
③ **Vibration:** Set the ON/OFF function of the controller.
④ **Select character:** Set basic character abilities. Selectable characters will increase according to certain conditions.
⑤ **Type:** You can change the model or costume of the character selected in part 4 above.

Communication Log

SPEEDY . . . . . .An agile, human form fighting machine.
BALANCE . . . . . .A fighting machine that balances both defense and attacks.
HEAVY . . . . . .Movement is slow, but physically powerful.
GUARD BOT . . . . . .A commercial robot created for security purposes.

MULTIPLAYER MODE

Match Settings

After entry, you will move onto the map selection screen. After each heading is confirmed, the game will begin.

① **Choice Arms:** You can set the weapon to be used during battle. The selected weapon will be placed as an item within the stage.
② **Time limit:** Set the time limit for fighting. You can also set the vibration function of the controller ON/OFF.
③ **Kill limit:** Set the maximum number of rivals to be defeated. When the number of rivals set is defeated, the game will end. If you have not reached the set limit, the defeated player will return to the initial location and the game will continue.
④ ∞ **ammo:** You will be able to set whether or not you prefer to have infinite ammo.
⑤ **Stage selection:** Select the stage to fight.

Selecting Weapons

When selecting weapons, the screen shown to the right will be displayed. The brightly colored weapons will be positioned in the stage and the dark, crossed out weapons will not be positioned. Use the directional buttons or left analog stick to select the weapon. After confirming your selection, press the △ button to return to the map selection screen.

Results

After the game ends, the result screen is displayed. You can check the score of each player.

① **KILL:** Shows the number of rivals you defeated.
② **DEAD:** Shows the number of times you were defeated by rivals.
③ **TOTAL:** The number of DEAD subtracted from KILL. Ranking is determined by this number.
④ **Ranking:** If Battle Royal is played, each player rank will be displayed. Players with the same score will have the same rank. When playing as a TEAM, the winner and loser will be displayed. When both teams acquire the same score, both teams will lose.

WEAPONS/ITEMS

Main Weapons

Seburo C26A

The main weapon of Public Security Section 9. Uses high speed armor piercing ammunition to fight against cyborg crime.

Shotgun

Disperses iron bullets over a wide range. Destruction increases when used in close proximity to the target.

Grenade Launcher

Shoots explosive grenades from afar. When used in close proximity, there is a chance you will be injured in the blast.

Military Assault Rifle

Uses 7.62mm rifle ammo. Attack range and destruction is improved in this military rifle.

Military Submachine Gun

Uses 5.45mm round high speed armor piercing ammunition. Accuracy is low.

Missile Launcher

A firearm that shoots guiding missiles. Effective against think tanks.

Rocket Launcher

Shoots out rocket missiles that fly straight ahead.

Missile Pod

Missile pod that locks targets, and consecutively shoots independent A.I. loaded missiles.

Seburo Sniper Rifle

With the sniper scope, precision sniping becomes possible.

When machines learn to feel,
who decides what is human...

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GHOST IN THE SHELL 2: *INNOCENCE*

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VIOLENCE, DISTURBING IMAGES AND BRIEF LANGUAGE

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WEAPONS/ITEMS

Sub Weapons

Hand Grenades

Several seconds after thrown, it will explode and damage nearby enemies. You will become injured in the explosion if you are nearby.

Throwing Knife

A highly lethal weapon. Extremely useful when you wish to defeat enemies silently.

Spark Grenade

Releases sparks over a large area, and damages enemy cyber brains and prosthetic bodies.

Items

Ammunition

In addition to weapons and their corresponding ammunition (left), you can also pick up the following items:

Restoration Kit

HP recovers up to 50%. When HP is full, you will not be able to pick up the item even if you come into contact with it.

Thermoptic Camouflage

For a certain amount of time, the player will experience thermoptic camouflage and will not be easily seen by enemies.

Stun Equipment

If you attack an enemy when you pick up the item, you will be able to stun attack the enemy up to 10 HITS. Damage will be greater than normal.

Body Armor

With this item, the armor gauge will be displayed, and until it becomes 0, you will not receive any HP damage. However, you will receive damage from explosions.

GHOST IN THE SHELL

[STAND ALONE COMPLEX]

PREPARE TO CROSS THE LINE BETWEEN MAN AND MACHINE

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- Wizard

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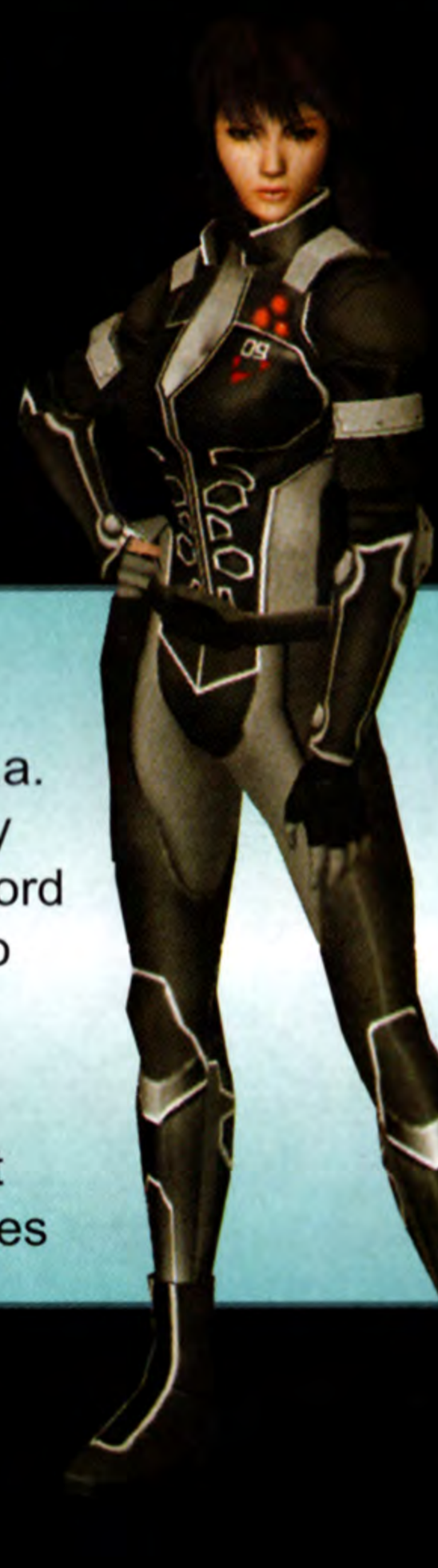
MANGA VIDEO 漫画

CHARACTERS

Play as either Motoko Kusunagi, Batou, or a Tachikoma.

Public Security Section 9

Publicly an international rescue team, but actually a special ops unit that answers only to the Prime Minister. Specializes in in-country activity; responsible for secretly resolving incidents, countering terrorist acts against cybernets or anything related to public security.



Motoko Kusunagi

Assigned to Public Security Section 9. Kusunagi, a.k.a. "The Major," is a cyborg whose body is almost entirely prosthetic, with only her brain and part of her spinal cord remaining. Her abilities make her Section 9's de facto unit commander.

Weapons:
Seburo C26A / Shotgun / Grenade Launcher / Assault Rifle / Sub-Machinegun / Sniper Rifle / Throwing Knives

Batou

Public Security Section 9 agent, Batou's specialty is cyber warfare. A cyborg like his partner, "Major" Motoko Kusunagi, Batou has a cyber brain and cybernetically enhanced eyes. The "muscle" behind Section 9 and Major Kusunagi's frequent partner.

Weapons: Seburo C26A / Shotgun / Grenade Launcher / Assault Rifle / Sub-Machinegun / Missile Launcher / Rocket Launcher / Missile Pod / Sniper Rifle

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TEEN T ESRB
Fantasy Violence
Language
Suggestive Themes

PlayStation.2

SCORE ENTERTAINMENT

ShoPro ENTERTAINMENT

BANDAI

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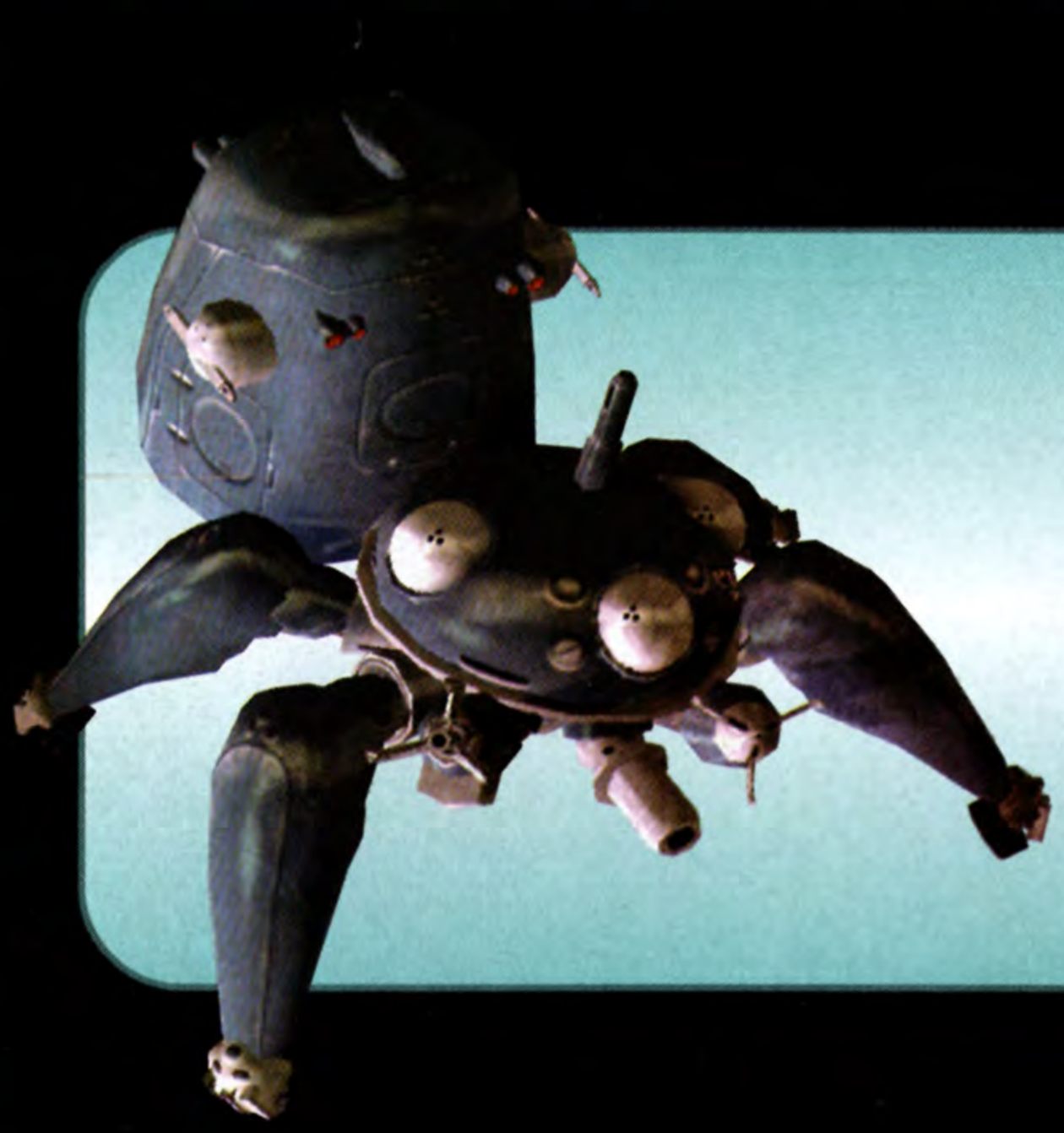
CHARACTERS



Tachikoma

Public Security Section 9's highly maneuverable, spider-like robots. Thanks to their advanced A.I., they are capable of operating independently even without an operator.

Weapons: Machine Gun / Rocket Launcher

Daisuke Aramaki
Chief, Public Security Section 9. His subordinates' faith in him is immense.

Ishikawa
A veteran Public Security Section 9 agent who specializes in intelligence and espionage warfare.

Saito
Assigned to Public Security Section 9. Specializes in sniping.

Togusa
A former detective who was scouted by Kusunagi from the Special Service Squad of Police Headquarters' Investigations Section 1.

Paz
Assigned to Public Security Section 9. A chain smoker of few words, he specializes in covert investigations.

Borma
He is frequently assigned as backup support and is often teamed up with Paz.

Special Thanks To:

QA Testers	Jeremy Johnson
	Charlie Beeson
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	Celso Virrueta
	Josh Bogy
	Jacob Hodgson
	Matt Coburn
	Chris Willis

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To receive this warranty service:

1. Do NOT return your defective Game to the retailer.
2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-714-816-9500. Our Customer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the Bandai Service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Game, and return your Game freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America Incorporated
Consumer Service Department
5551 Katella Avenue
Cypress, CA 90630

This warranty shall not apply if the Game has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Game and return the defective Game freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America Incorporated. Bandai will, at its option, subject to the conditions above, repair the Game or replace it with a new or repaired Game. If replacement Games are not available, the defective Game will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED To NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN No EVENT SHALL BANDAI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights and you may have other rights which may vary from state to state.

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- 33 playable mobile suits to choose from, including 4 unlockable mobile suits from Gundam Wing and G Gundam!
- Special 1st person shooter attack, the DUAL HYPER ATTACK!
- Real-time upgrade of mobile suits during combat.
- Interactive 3D environments.

Mobile Suit Madness!

TEEN T — Language Violence — CONTENT RATED BY ESRB

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PlayStation 2

BANDAI

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